smashing ideas INC.

Game Design Document

Nicktropolis Job Fair Room & Application | 12/18/08 V.1

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ACCEPTANCE AGREEMENT

This document refers specifically to the **GAME DESIGN DOCUMENT** for the project **Nicktropolis Job Fair Application**. By signing below, we represent that we have read, fully understand, and accept the planned functionality and content as detailed in this document. We also understand that subsequent changes to this document may directly impact projected schedule and budget estimates.

Client Name		Smashing Ideas Inc.	
By:		**By:**	
Name:	Michael Fischthal	**Name:**	Matt Murphy
Title:	Senior Designer	**Title:**	Account Executive
Date:		**Date:**	12.9.2008

DOCUMENT HISTORY

All revisions that follow the initial delivery of the Functional Specification document should be recorded below.

Date	***By***	***Version***	***Revision Summary***
12/9/08	Matt Murphy	1	Document creation
12/18/08	Matt Murphy, Jen Freeman, Barbara Pritchard	1	Finalize for client review – V1

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Document Audience

This document is intended for use by:

- **Nicktropolis**, who should gain a satisfactory understanding of the system as it is defined in this document.

  Note: Nicktropolis approval of this document is required prior to the design and production of the project.
- **Smashing Ideas Project Team Resources**, who will use this document to produce deliverables.
- **Smashing Ideas Producers – Barbara Pritchard, Matt Murphy, and Jen Freeman** who will use this document as a basis for communicating, planning, and tracking the project with **Nicktropolis**.

Additional Documents

The following documents are associated with this functional spec document:

Title	Filename	Date
SOW	SOW_NicktropolisJobFair_081203.pdf	12/03/08
Copy Matrix	TBD	Due: 1/9/09
Asset Matrix	TBD	Due: 1/30/09

Executive Summary

To give the users of Nicktropolis a sense of 'purpose', increase frequency of visits and encourage new users to sign up, Smashing Ideas will create a job application/game call 'My Career'.

My Career will allow users of Nicktropolis to choose the industry and career they want and complete daily tasks to advance levels, reach milestones and earn prizes. These daily tasks will exist within the My Career Flash UI as well as within the Nicktropolis environment. Core objectives:

1. Give the users of Nicktropolis a sense of purpose.
2. Design and develop a variety of career specific tasks which will exist in the My Career Flash UI as well as within the Nicktropolis environment.
    a. *Development and integration of certain tasks will be dependent upon support from the Nicktropolis Dev Team.*
3. Design and develop a career ranking system that will allow users to achieve milestones and be awarded a variety of prizes.
4. Encourage new users to Nicktropolis and increase repeat visits

The below sections specify features and functionality.

Technical Requirements

- Authoring environment: Flash CS3
  - Scripting: ActionScript 3.0
  - **This game will live within Nicktropolis.** There are guidelines for coding games that will live inside the Nicktropolis Flash framework. **Smashing Ideas Team:** Please review and consider these specs: \\libraries\Specs\Nickelodeon\Nicktropolis
  - **Smashing Ideas Team:** Please review our best practices document regarding working with sounds in AS3: \\libraries\Specs\AS3_BestPractices\Working with Sounds in ActionScript 3 projects.doc
- Export format: Flash 9.0
- Movie dimensions: 3D Job Fair room: 600 x 300, Application: tentatively 610 x 310 (would like to have it slightly larger than the norm - see concept design below)
- Frame rate: 30 fps
- Flash wmode parameter value: opaque
- Game file size (usable download) limit: Must not exceed 1 Mb.
- Localization: Not Required, however, externalize as much copy as possible to allow for ease of updating.
- **Game Environment**:
  - Existing Nicktropolis Framework

Constraints

- User profiles will need to be update for this project to store each users My Career information. Smashing Ideas will collaborate with Nicktropolis on all the database needs. Nicktropolis to provide direction on existing database, establish new tables if files are needed.
- If specific tasks require tracking, and Nicktropolis agrees to the features, Nicktropolis to provide support with server scripts needed.

Design Guidelines

Smashing Ideas Team: Please refer to these assets in our library:

\\Libraries\assets\Nicktropolis\NicktropolisReference

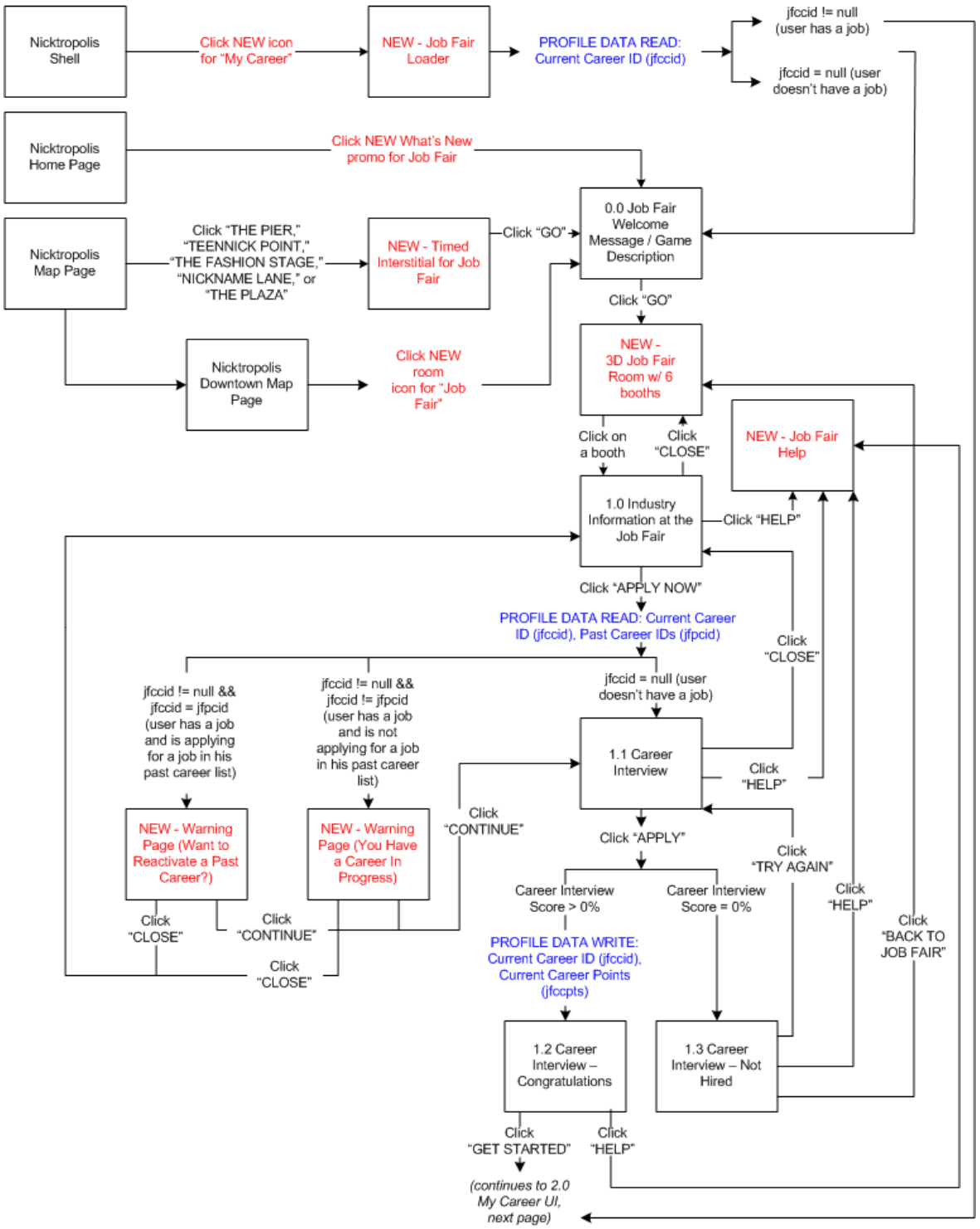
Demographic: 6-12, fairly even split, scews slightly girl

Design should be “aspirational”; leaning towards the 12 year old.

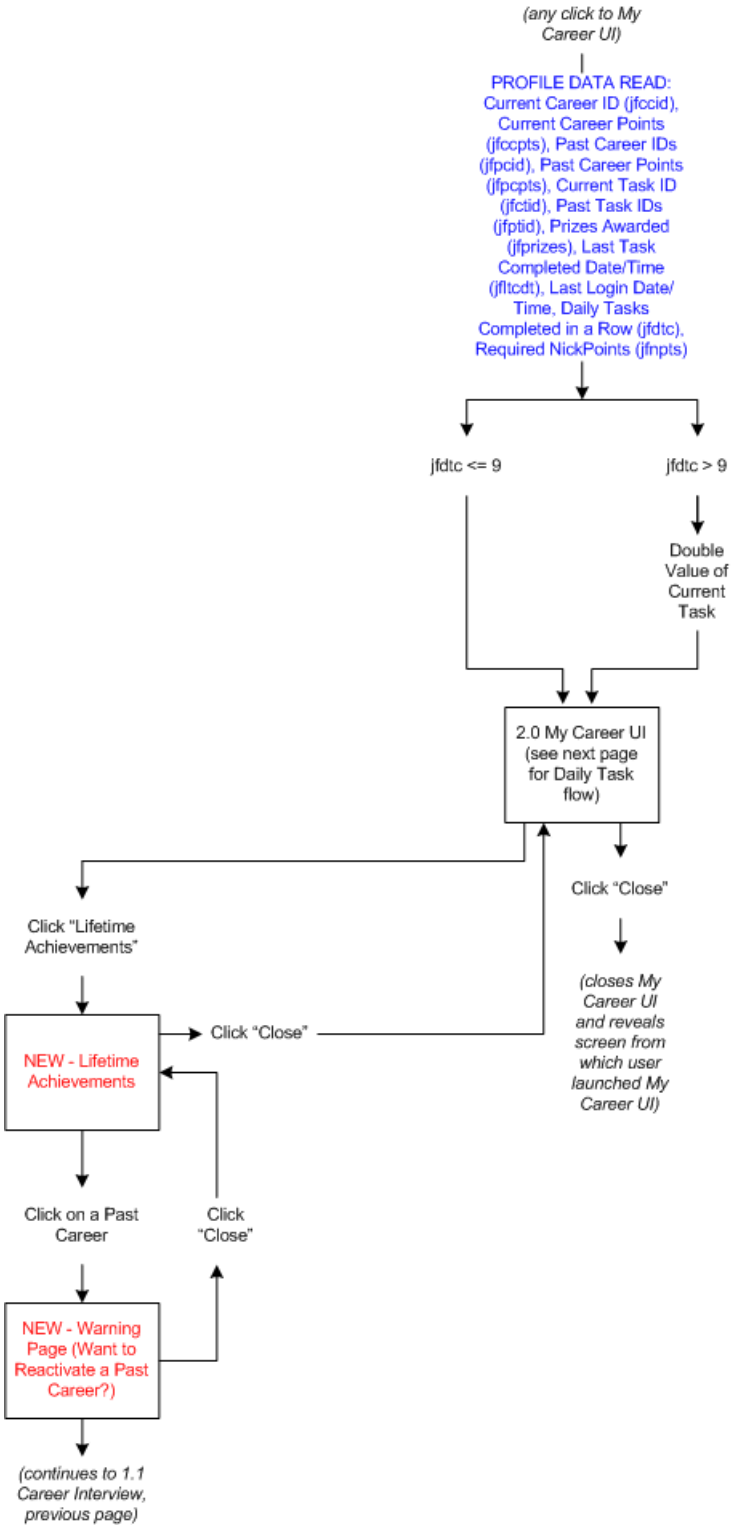
Design inspiration should be based on Nicktropolis branding.

Job Fair & Interview Site Flow

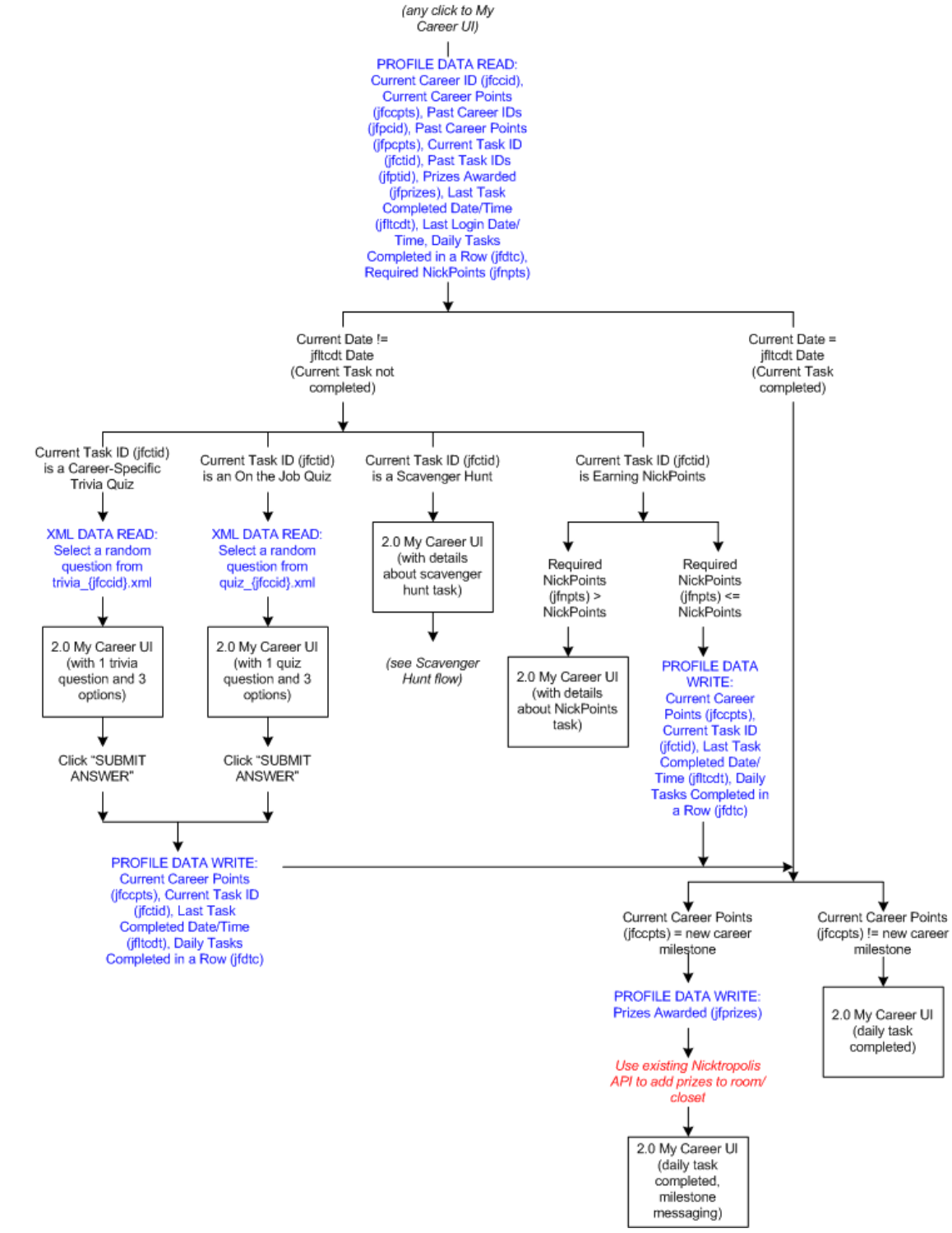
Job Fair & Interview Flow


Nicktropolis Shell
Click NEW icon for "My Career"
NEW - Job Fair Loader
PROFILE DATA READ: Current Career ID (jfccid)
jfccid != null (user has a job)
jfccid = null (user doesn't have a job)
Nicktropolis Home Page
Click NEW What's New promo for Job Fair
Nicktropolis Map Page
Click "THE PIER," "TEENNICK POINT," "THE FASHION STAGE," "NICKNAME LANE," or "THE PLAZA"
NEW - Timed Interstitial for Job Fair
Click "GO"
0.0 Job Fair Welcome Message / Game Description
Click "GO"
Nicktropolis Downtown Map Page
Click NEW room icon for "Job Fair"
NEW - 3D Job Fair Room w/ 6 booths
Click on a booth
Click "CLOSE"
NEW - Job Fair Help
1.0 Industry Information at the Job Fair
Click "HELP"
Click "APPLY NOW"
PROFILE DATA READ: Current Career ID (jfccid), Past Career IDs (jfpcid)
Click "CLOSE"
jfccid != null && jfccid = jfpcid (user has a job and is applying for a job in his past career list)
jfccid != null && jfccid != jfpcid (user has a job and is not applying for a job in his past career list)
jfccid = null (user doesn't have a job)
1.1 Career Interview
Click "HELP"
NEW - Warning Page (Want to Reactivate a Past Career?)
NEW - Warning Page (You Have a Career In Progress)
Click "CONTINUE"
Click "APPLY"
Click "TRY AGAIN"
Career Interview Score > 0%
Career Interview Score = 0%
Click "HELP"
Click "BACK TO JOB FAIR"
Click "CLOSE"
Click "CONTINUE"
Click "CLOSE"
PROFILE DATA WRITE: Current Career ID (jfccid), Current Career Points (jfccpts)
1.2 Career Interview – Congratulations
1.3 Career Interview – Not Hired
Click "GET STARTED"
Click "HELP"
(continues to 2.0 My Career UI, next page)

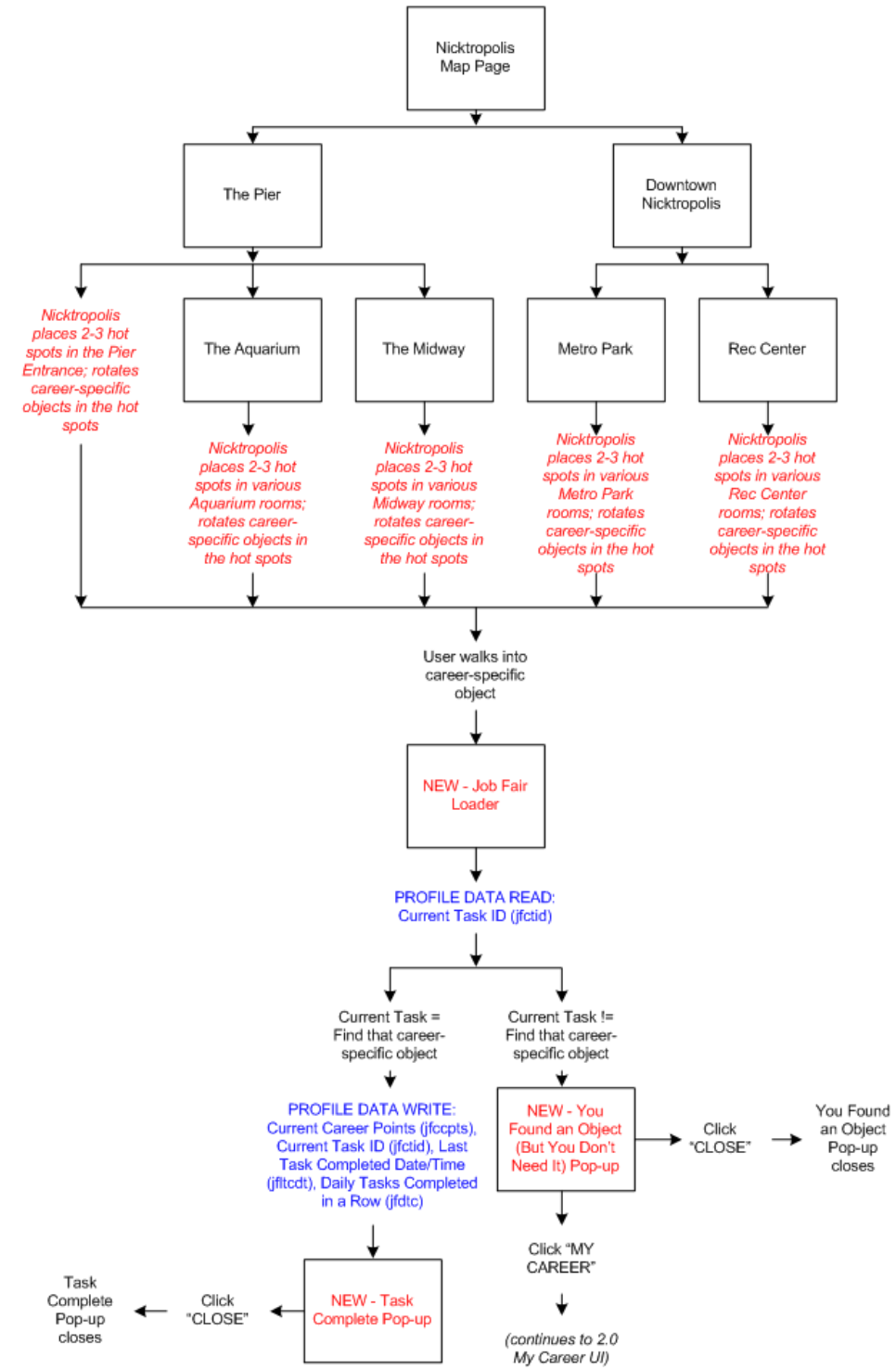
My Career UI Flow


(any click to My Career UI)
PROFILE DATA READ: Current Career ID (jfccid), Current Career Points (jfccpts), Past Career IDs (jfpcid), Past Career Points (jfpcpts), Current Task ID (jfctid), Past Task IDs (jfptid), Prizes Awarded (jfprizes), Last Task Completed Date/Time (jfltcdt), Last Login Date/ Time, Daily Tasks Completed in a Row (jfdtc), Required NickPoints (jfnpts)
jfdtc <= 9
jfdtc > 9
Double Value of Current Task
2.0 My Career UI (see next page for Daily Task flow)
Click "Lifetime Achievements"
Click "Close"
(closes My Career UI and reveals screen from which user launched My Career UI)
NEW - Lifetime Achievements
Click "Close"
Click on a Past Career
Click "Close"
NEW - Warning Page (Want to Reactivate a Past Career?)
(continues to 1.1 Career Interview, previous page)

My Career UI Daily Task Flow


(any click to My Career UI)
PROFILE DATA READ: Current Career ID (jfccid), Current Career Points (jfccpts), Past Career IDs (jfpcid), Past Career Points (jfpcpts), Current Task ID (jfctid), Past Task IDs (jfptid), Prizes Awarded (jfprizes), Last Task Completed Date/Time (jfltcdt), Last Login Date/ Time, Daily Tasks Completed in a Row (jfdtc), Required NickPoints (jfnpts)
Current Date != jfltcdt Date (Current Task not completed)
Current Date = jfltcdt Date (Current Task completed)
Current Task ID (jfctid) is a Career-Specific Trivia Quiz
Current Task ID (jfctid) is an On the Job Quiz
Current Task ID (jfctid) is a Scavenger Hunt
Current Task ID (jfctid) is Earning NickPoints
XML DATA READ: Select a random question from trivia_{jfccid}.xml
XML DATA READ: Select a random question from quiz_{jfccid}.xml
2.0 My Career UI (with details about scavenger hunt task)
Required NickPoints (jfnpts) > NickPoints
Required NickPoints (jfnpts) <= NickPoints
2.0 My Career UI (with 1 trivia question and 3 options)
2.0 My Career UI (with 1 quiz question and 3 options)
(see Scavenger Hunt flow)
2.0 My Career UI (with details about NickPoints task)
PROFILE DATA WRITE: Current Career Points (jfccpts), Current Task ID (jfctid), Last Task Completed Date/ Time (jfltcdt), Daily Tasks Completed in a Row (jfdtc)
Click "SUBMIT ANSWER"
Click "SUBMIT ANSWER"
PROFILE DATA WRITE: Current Career Points (jfccpts), Current Task ID (jfctid), Last Task Completed Date/Time (jfltcdt), Daily Tasks Completed in a Row (jfdtc)
Current Career Points (jfccpts) = new career milestone
Current Career Points (jfccpts) != new career milestone
PROFILE DATA WRITE: Prizes Awarded (jfprizes)
2.0 My Career UI (daily task completed)
Use existing Nicktropolis API to add prizes to room/ closet
2.0 My Career UI (daily task completed, milestone messaging)

Scavenger Hunt Flow


Nicktropolis Map Page
The Pier
Downtown Nicktropolis
Nicktropolis places 2-3 hot spots in the Pier Entrance; rotates career-specific objects in the hot spots
The Aquarium
The Midway
Metro Park
Rec Center
Nicktropolis places 2-3 hot spots in various Aquarium rooms; rotates career-specific objects in the hot spots
Nicktropolis places 2-3 hot spots in various Midway rooms; rotates career-specific objects in the hot spots
Nicktropolis places 2-3 hot spots in various Metro Park rooms; rotates career-specific objects in the hot spots
Nicktropolis places 2-3 hot spots in various Rec Center rooms; rotates career-specific objects in the hot spots
User walks into career-specific object
NEW - Job Fair Loader
PROFILE DATA READ: Current Task ID (jfctid)
Current Task = Find that career-specific object
Current Task != Find that career-specific object
PROFILE DATA WRITE: Current Career Points (jfccpts), Current Task ID (jfctid), Last Task Completed Date/Time (jfltcdt), Daily Tasks Completed in a Row (jfdtc)
NEW - You Found an Object (But You Don't Need It) Pop-up
Click "CLOSE"
You Found an Object Pop-up closes
Click "MY CAREER"
(continues to 2.0 My Career UI)
NEW - Task Complete Pop-up
Click "CLOSE"
Task Complete Pop-up closes

Required Data to be Stored in Profile		
Description	**Tentative Profile Key**	**Data Type**
Current Career ID	jfccid	String
Current Career Points	jfccpts	Number
Past Career IDs	jfpcid	String (comma delimited list, correlates to past career points)
Past Career Points	jfpcpts	String (comma delimited list, correlates to past career ids)
Current Task ID	jfctid	String
Past Task IDs	Jfptid	String (comma delimited list)
Prizes Awarded	Jfprizes	String (comma delimited list)
Last Task Completed Date/Time	jfltcdt	Date
Last Login Date/Time	*Already exists?*	Date
Daily Tasks Completed in a Row	jfdtc	Number
Required Nick Points	Jfrnpts	Number

The profile keys displayed above are tentative and can be changed. The naming convention used is "jf" for "Job Fair" followed by the initials of the item description. This should help guarantee unique keys that won't interfere with other existing profile keys.

Example:
Current Career ID = jfccid
Past Career IDs = jfpcid

DETAILS

Current Career ID: The ID of the user's current career path. This is used to pull all information about the career from an XML document.

Current Career Points: The number of points the user has accumulated so far in their current career path. This is used by the application to determine when the user has reached a milestone, completed the career and display the current career progress.

Past Career IDs: A comma-delimited list of id's of the user's previous careers. The client application would take this string and parse out the id's to be used for displaying the career information to the user. The IDs are used to pull information about the career from an XML document.

Past Career Points: A comma-delimited list of the points the user accumulated in their previous careers. The order of the items in the list correspond to the order of the past career id's so that they can be matched up when the data is parsed in the client Application.

For example:
Jfpcid = cid1,cid2,cid3,cid4
Jfpcpts = 579,37,792,418

The first points total in the list (579) corresponds to the first career id in the past careers list (cid1), the second points total in the list corresponds to the second career id in the past careers list, and so on.

Current Task ID: The ID of the current task assigned to the user. This is used so that if the user leaves the application or Nicktropolis, they will still have their current task assigned to them when they return. After the user has completed a task, the value will be reset to null.

Past Task IDs: A comma-delimited list of the IDs of the previous tasks the user has completed within their current career. This is used to make sure that the user does not get a duplicate task until after they've gone through all of the possible tasks in the current career first.

Prizes Awarded: A comma-delimited list of IDs of the prizes the user has been awarded throughout their careers. The IDs are used to pull information about the prize from an XML document.

Note: If these prizes are incorporated into the existing Nicktropolis awards system and the information can be pulled using a different method, please advise.

Last Task Completed Date/Time: The Date and time that the user completed their last task. This is used in comparison to the current server time to determine if the user can be assigned a new task. If the current date is 1 or more days higher than the last completed date then the user can be assigned a new task (assuming that the current task ID is null).

Last Login Date/Time: The date and time that the user last logged in to Nicktropolis. This currently is not used for any of the required application functionality, but could be used to add more features, and would be used for tracking daily nick points.

Daily Tasks Completed in a Row: The number of daily tasks that the user has completed in a row without missing a day. This is used to determine when to award the user a job bonus (double career points for one day). Each time the user opens the application, it will check their last task completion date. If it has been more than one day, the value will be reset to zero. Each time the user completes a task without missing a day, the value will be incremented by one. When the value surpasses a specified amount, the user will be awarded with a temporary job bonus.

Required Nick Points: The number of Nickpoints the user needs to acquire to complete the daily task. At the time the task is awarded the application will pull the users current nick points total and add the number they need to accumulate to get the required nick points total.

For example:
If the user currently has 530 Nickpoints and they need to get 150 nickpoints by the end of the day to accomplish the task, then the required nick points value stored in the profile would be 680.
Required Nickpoints = 680 = 530 + 150.

Each time the users open the application it will compare their current Nickpoints total to the Required Nickpoints total to determine if the user has accomplished the task.

Getting a Job

Nicktropolis users will make their way to the job fair to get a career. Inside the job fair environment they will be able to select from 5 industry booths on launch (6 booths present at the fair) See list below. Once they have selected a career they will have to complete an interview quiz to start their job. Once they have past their interview, their My Career UI will load.

Industries and Careers

- **KCA (Kid's Choice Awards)**
  - Director
  - Producer
  - Presenter
- **Music Industry**
  - Rock Star
  - Band Manager
  - Record Label Executive
- **Movie Industry**
  - Actor/Actress
  - Director
  - Writer
- **Fashion Industry**
  - Model
  - Designer
  - Fashion Critic
- **Explorer**
  - Astronaut
  - Deep Sea Diver
  - Archeologist

There is a possibility that we will be doing 'Sponsored Industries and Careers'. The following is TBD but will be a part of the first 5 industries created it concept is approved by Star Trek

- **Star Trek**
  - TBD
  - TBD
  - TBD

Short Lived Industries

For those industries that are only available for a limited time such as the Kids Choice Awards or Star Trek (TBD) users who have already started a career within the industry will be able to continue it even after it has left the job fair. New users will not be able to select the industry once it is no longer present in the Job Fair. Short lived Industries will contain the following:

- Messaging within the Job Fair Environment, notifying users that this industry is only available for a limited time.
- Job Fair booths will include an off state or coming soon state, when industries are being swapped out.

My Career UI

Appearing as a Flash overlay over the existing content of Nicktropolis. The My Career UI will be the central location for the user to find out information about their current career, track their progress, and received their daily tasks.

My Career UI – Lifetime Achievements

Users will be able to access previous accomplishments by clicking on the Lifetime Achievements section in their My Career UI. As a screen within the My Career application users, will be able to see what careers they have held and what level in those careers they have reached. Users will also be able to 'restart' careers that they have put on hold, by clicking on the particular career.

Task Guidelines

Tasks will be randomly assigned to the user daily. Completion of task will occur both in the My Career UI as well as within the Nicktropolis environment. Actual tasks defined in the 'My Career Tasks' Section below

Tasks that occur within the Nicktropolis environment to be determined based on dev support

Career Points

Career Points will be displayed visually within the user's My Career UI. As they complete tasks their Career Point Meter will increase to match the points that have been earned.

Career Points will be awarded in the following ways:

- **New User:** A new user will receive career points based upon the answers in their interview for the career.
- **Completion of Tasks:** Upon completion of daily tasks users will be awarded a set amount of career points. Actual amount of career points to be determined during game balancing.
- **Bonuses:** Once a users has completed 10 Tasks in a row they will receive a bonus which will multiple the career points they receive for that task

Losing Career Points:

- **Losing Career Points:** If a user fails to complete 10 straight tasks they will be 'demoted'. Users will be brought back to the beginning of their current level.

Reaching Milestones

As the users complete tasks they will reach career milestones. There will be four milestones per career and the following will happen when a milestone is reached: when each milestone is achieved the users will be awarded a prize (clothing for their avatar or something for their room).

Milestones will be calculated as follows

Level 1 = 15 Career Points

Level 2 = 40

Level 3 = 65

Level 4 = 100

Note: Amount of career points to achieve a milestone to be determined during game balancing. Above is for testing purposes but may be adjusted during user testing.

- **Awarded Prize:** The users will be awarded a career prize (object or clothing) that corresponds with the milestone reached.
- **My Career UI Update:** Changes level.
    - Progress meter will increase visually to match points awarded. When meter passes a milestone the UI will display the award/prize that has been awarded.

Tracking Industries and Careers

Omniture tracking should be used on both the industries and careers to determine which are the most successful. This information will be utilized as new industries are concepted and old industries are eliminated from the job fair.

XML

Specifics for XML will be determined during production of the application. This spec will be updated during production to include details XML structure. By BETA the document will contain FINAL XML structure.

My Career Icon

To provide access for the user to their My Career UI at all times, Nicktropolis to integrate the My Career Icon into the existing Nicktropolis UI. This will be similar to the My Closet and My Backpack Icons current used on Nicktropolis

Job Fair Map Icon

To provide access to the Job Fair, Nicktropolis to integrate job fair map icon into the existing Nicktropolis.

Job Fair 3D Environment

Nicktropolis to integrate the 3D Job Fair environment into the existing Nicktropolis world. Access to user's My Career UI/Profile will also be integrated into the environment.

My Career UI

Nicktropolis to integrate the My Career UI Flash Application into the Nicktropolis framework

Scavenger Hunt

Nicktropolis to integrate the career task icons into the existing scavenger hunt frame work. Locations to where the icons will be placed can be found in the Task Section at the end of this document.

Clothing and Room Objects

Nicktropolis to integrate and/or provide the API for awarding clothing and room objects to users.

User Profiles Stored Data

SI: Request all information about the user from Nicktropolis: current career, current career points, past careers and their associated career points, Current Task ID, Prizes Awarded, Last Task Completed Date/Time Last Login Date/Time (As specified in above table). The overlay will display all of this information visually. If the user has not completed the daily task, prompt the user with a call to action to complete the day's task. If the user has completed the daily task, prompt them to return for their next task tomorrow.

Nicktropolis: Set up data profile based on table provided by SI

Assigning Careers

SI: Assign career based on outcome of interview. Send Job ID to the users profile as the Current Career ID. Update user profile database

Nicktropolis: Store Current Career ID and Past Career ID within the Data for the profile.

Assigning Tasks

SI: The overlay application will load an XML file containing information about the different daily tasks that can be done and randomly assign one to the user, based on the Last Task Complete Date/Time. If the current date is 1 or more days higher than the last completed date then the user can be assigned a new task (assuming that the current task ID is null or has already been completed).

Nicktropolis: Store current task ID and Last Task Completed Date/Time within the Data for the profile.

Career Trivia & On the Job Quiz - Career Tasks

SI: Load XML quiz data specific to the users career. If they answer the quiz correctly, award career points and send the points to Nicktropolis. The application will determine whether the user has achieved a new rank.

Nicktropolis: Storing Career Points

Daily Earning of Nick Points Task

SI: Tracks the number of Nick Points the users started with. My Career Application would store the users amount of Nick Points when assigned the task and compare that number to their total upon subsequent visits to determined if they have accomplished the task.

Note: Users would not be able to receive any notification that they have completed the task if done so outside of the My Career application. Instead users will receive messaging that they need to earn X amount of Nick Points, and to check back when they think they have reached it. When the user checks back and they haven't completed the task they will shown how many more Nick Points they need to do so.

Nicktropolis: Storing Current Nick Points and number of Nickpoints required to accomplish the task.

Scavenger Hunt Task

Utilize the existing Nicktropolis Scavenger Hunt template (See Hotel for Dogs & Tree of Life). Smashing Ideas will create career specific objects (mini applications), which will be located randomly at specific points around Nicktropolis.

SI: To create objects/applications and specify location. Once user finds and clicks on the object it will load the applications congratulate the users and prompt them to visit their My Career UI, where career points and achievements will be updated.

Nicktropolis: Select location of objects through CMS. Deliver objects/applications to locations upon user launching the hunt. Need to specify exactly what information will be passed from the existing scavenger hunt application.

Viewing Other Users Career Information (Resume)

SI: Retrieve specified information from the selected user to display.

Nicktropolis: Send all information about a specified user to the overlay application. Information from the stored profile

Note: This feature will function similar to the way users can currently see each others rooms. The addition of this feature will require the integration by Nicktropolis of the My Career Icon into the Nicktropolis shell.

Career Points

SI: Award career points within the My Career application upon completion of daily task. Upon awarding Career Point check to see if any milestones have been reached and awards need to be given

Nicktropolis: Store Current Career Points and past Career Points within the Data for the profile.

Milestones & Awards

SI: This is largely dependent on how the Nicktropolis awards currently work and will be dependent upon API provided.

Nicktropolis: Use API that awards prizes to rooms/my closet, assuming that the API can be reused for specific prizes associated with this application

Job Fair Welcome Message / Game Description – integration by Nicktropolis

Screen Summary:
Automatically appears when the users first enters the job fair environment, like the 'Warning Screens' that currently appear when users are being taken to a sponsored area.

Includes:

- Description of the Job Fair Game
- Enticing copy to get the kids all jack to get a job
- **Button:** Go! (Closes screen and takes users to the job fair)

3D Job Fair Room – integration by Nicktropolis

Screen Summary:
This will be location users go to select a career within Nicktropolis. It contains up to 6 industries at anytime. Each includes two states – one for active, the other for coming soon messaging.

Includes:

- Six (six) Industries – Walking into a kiosk with launch the Job Fair application: Pick a career.
- **Button:** Welcome to Job Fair (Launches help/about)
- **Button:** My Career (launches Job Fair application: current carreer)

Concept design included below. Larger versions of these are posted on the client site here: http://robo.smashingideas.com/nicktropolis/jobfair/

Concept for 3Droom (to be rendered, below created in Flash).

NICK.COM HOME
GAMES
SHOWS
VIDEO
NICKTROPOLIS
NICKTROPOLIS
LAST ROOM
BACK
MAP
MY ROOM
GAMES
MOVIE INDUSTRY
EXPLORER
KIDS' CHOICE AWARDS 2009
fashion
MUSIC INDUSTRY
STAR TREK
NICKTROPOLIS JOB FAIR
WELCOME JOB FAIR
My Career
NICKTROPOLIS
WHAT'S NEW?!
Transformers! (AD)
The Transformers are here!
Choose your side!
To explore Nicktropolis, just create your NickSelf and start clicking!
WHO'S HERE
NICKNAMES
SWAP
RETURN
EDIT ROOM
CHAT LOG
WHAT'S NEW
HELP
MY CAREER
MY CLOSET
MY BACKPACK
SOUND ON OFF
CHAT ON OFF
REPORT THIS CHAT
GROUND RULES
SAFETY INFO
CONTROLS
PLEASE READ OUR TERMS & CONDITIONS
PRIVACY POLICY/YOUR CALIFORNIA PRIVACY RIGHTS
MESSAGE BOARD
BACK TO NICK.COM
Hey Grown-Ups, Read This!
Nicktropolis is like nowhere else on Nick.com. But because it's Nick, you can be sure we've made it a SAFE place for kids to connect online. How? Your child is never asked for any personally identifiable information. We don't want it, and we don't want anyone else to have it. Only kids with NickNames and passwords they've created on Nick.com can log on to Nicktropolis. And, YOU decide whether your child communicates in Nicktropolis using pre-written (by us!) messages or Nick Safe Chat with our Nicktropolis Dictionary. But hey, just because Nicktropolis is safe

Example with one industry turned off:

NICK.COM HOME
GAMES
SHOWS
VIDEO
NICKTROPOLIS
NICKTROPOLIS
LAST ROOM
BACK
MAP
MY ROOM
GAMES
MOVIE INDUSTRY
EXPLORER
KIDS' CHOICE AWARDS 2009
fashion
MUSIC INDUSTRY
COMING 3/9/09
NICKTROPOLIS JOB FAIR
WELCOME JOB FAIR
My Career
NICKTROPOLIS
WHAT'S NEW?!
Transformers! (AD)
The Transformers are here!
Choose your side!
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0.1 Don't Have a Career Yet?

Screen Summary:
If a user doesn't have a job and they click on either the My Career Icon from the Nicktropolis Shell or link to the My Career UI within the Job Fair Environment they will receive this screen

Includes:

- Messaging – You don't have a job yet? Go to the job fair and pick one out today!
- Description of the Job Fair Game
- Enticing copy to get the kids all jack to get a job
- **Button:** OK (Closes screen and returns user to the screen they were previously on)

1.0 Industry Information at the Job Fair / Select Job

Screen Summary:
Accessed from the Job Fair Room, users will click on a industry booth to get more information about the industry and careers offered. Once an industry booth is selected this screen will overlay the existing content.

Note: For particular Industry and Career selections see the 'Industries and Careers' section below.

Concept design user Fashion Industry:

Includes:

- Industry Title
- Industry Descriptions
- All 3 careers the users can pick from in that industry.
- **Button:** Close (Take a users back to Job Fair Environment)
- **Button:** Help (displays info from the help screen)
- **3 Buttons one for each career:** Apply Now! (Brings user to the interview)

1.1 Career Interview

Screen Summary:

1. Once they have selected a career they will be prompted to go through 'an interview' in which they will have to answer 3 multiple choice questions about that specific career. Questions will be fairly obvious, somewhat silly and weighed. Based on the user responses messaging will display something like:
    a. If 25% +: "You're hired and will be starting off with X career points." (points vary based on how well the user did)
    b. If 1-25%: "You got the job but, just barely. Check back daily to earn Career points."
    c. If 0%: "Sorry, this job may not be for you. Try again? Or Try a different career?

Includes:

- Career Title
- Career Description
- Quiz question(s) and multiple choice answers
- **Button:** Apply (submits the answer from the radio button selected for the quiz)
- **Button:** Help (displays info from the help screen)
- **Button:** Close (Take a users back to Job Fair Environment)

1.2 Career Interview – Congratulations

Screen Summary:

If the user passes the interview they will receive a Congratulations Screen

Includes:

- Congratulations Messaging
- Career Title
- Career Description
- **Button:** Get Started! (Takes users to their MY Career UI)
- **Button:** Help (displays info from the help screen)
- **Button:** Close (Take a users back to Job Fair Environment)

1.3 Career Interview – Not Hired

Screen Summary:

If the user doesn't pass the interview they will receive the 'Not Hired' Screen

Includes:

- Messaging to try again or try another career
- **Button:** Back to the Job Fair (Takes users back to the Job Fair)
- **Button:** Try Again (Allows user to try the interview again)

- **Button:** Help (displays info from the help screen)
- **Button:** Close (Take a users back to Job Fair Environment)

2.0 My Career UI

Screen Summary:

The My Career UI is the central location for the users to keep track of their career and be given daily tasks to complete.

Concept design of user on Rock-star path. This assumes user has just completed a task of the day and passed a milestone mark:

NICK.COM HOME
GAMES
SHOWS
VIDEO
NICKTROPOLIS
LAST ROOM
BACK
MAP
MY ROOM
GAMES
INDUSTRY: MUSIC
Rock Star
LEVEL 2
Job Description
A brief description of what a fashion model doe
longer, it w
like this.
YOU LEVELED UP!
TODAY'S TASK
Congratulations!
With the completion of today's task you've reached level 2 and earned a Golden Guitar Pick!.
CAREER PROGRESS
LEVEL 1
LEVEL 2
LEVEL 3
LEVEL 4
LIFETIME ACHIEVEMENTS
NICKTROPOLIS
WHAT'S NEW?!
Transformers! (AD)
The Transformers are here!
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On load – check if user has already completed daily task. If NO then

Includes:

- Career title
- Career Description
- Lifetime achievements (previous careers and milestones)
- Visual representation of Career Points earned for current career
- Description of Daily Task
    - Career Trivia and On the Job Quiz located within the Flash Overlay
    - Tasks that take place within the Nicktropolis environment, will include a prompt in the description.
- Tasks defined in “My Career Tasks” below

- **Button:** Close (Closes the Flash Overlay and takes users back to the place in the Nicktropolis environment that they were before the UI was loaded)
- **Button:** Help (displays info from the help screen)
- **Button:** Submit (Submits the answer chosen from the quiz or trivia question, task is one to be completed within the overlay)

On load – check if user has already completed daily task. If YES then

Includes:
- Career title
- Career Description
- Lifetime achievements (previous careers and milestones)
- Visual representation of Career Points earned for current career
- Congratulations Message for completing the daily task
    - Calls out specifically what the task.
- Messaging of when to come back for the next task.
- **Button:** Close (Closes the Flash Overlay and takes users back to the place in the Nicktropolis environment that they were before the UI was loaded.
- **Button:** Help (displays info from the help screen)

On load – check if user has enough career points to reach a milestone if YES then

Includes:
- Career title
- Career Description
- Lifetime achievements (previous careers and milestones)
- Visual representation of Career Points earned for current career
- Congratulations Message for completing the daily task
    - Calls out specifically what the task.
- New Career title
- Image of prize they have earned
    - Messaging on where they can find it. There room or My Closet
- **Button:** Close (Closes the Flash Overlay and takes users back to the place in the Nicktropolis environment that they were before the UI was loaded.
- **Button:** Help (displays info from the help screen)

2.1 My Career UI - Lifetime Achievement Screen

Screen Summary:
Users will access their Lifetime Achievements and past careers through their My Career UI.

Includes:
- Lifetime achievements (previous careers and milestones)
- **Button:** Each lifetime achievement will be clickable and allow users to start jobs up again that they have put on hold.
- **Button:** Close (Closes the Flash Overlay and takes users back to the place in the Nicktropolis environment that they were before the UI was loaded)
- **Button:** Help (displays info from the help screen)
- **Button:** Back (Returns users to their My Career UI Main Page)

3.0 Resume / Portfolio

Screen Summary:
Visual Resume or Portfolio which users can see by clicking on each others My Career Icon, functions similarly to the current My Room feature.

Note: This feature is dependent upon the integration of the My Career Icon by Nicktropolis into the Nicktropolis framework.

Includes:
- Career title
- Career Description
- Lifetime achievements (previous careers and milestones)
- Visual representation of Career Points earned
- Image of prize they have earned
- **Button:** Close (Closes the My Career UI Overlay and returns the users to the Nicktropolis environment)
- **Button:** Help (displays info from the help screen)

4.0 Warning

Screen Summary:
Appears when users already have a job, but are applying for a new job

Includes:
- Warning: Getting a new job will erase your progress from your current job.
- **Button:** Get New Job (Takes users to the interview for the new job)
- **Button:** Keep Old Job (Takes users back to job fair environment)
- **Button:** Help (displays info from the help screen)

4.0 Help

Screen Summary:
Screen appears when users click on the My Career/Job Fair Help buttons

Includes:
- Description of the Job Fair Game
- How to play copy
- **Button:** Close (Takes users back to their previous screen)

Error: Please try again

As a safe guard a branded template error message pop-up should be created and pull in external copy. If connection to the database fails for any reason this message should display.

The following are the daily tasks which users will have to complete to earn Career Points and reach milestones.

TASK #1: CAREER SPECIFIC TRIVIA QUIZ

- **Perspective**: Career Specific Trivia Quiz will exist within the My Career Flash Overlay UI
- **General Objective**: Correctly answer trivia questions based on the users specific career.
- **Game Controls**: Mouse control, selection of a multiple choice answers.
- **Gameplay**: Player uses the mouse to select the correct answers to trivia questions based on their career.

  Below is a sample from the Movie Industry – Director Career:

  What is the name of the statue given to winners of an Academy Award?
  a. Golden Globe
  b. Oscar
  c. Gold Man

- **Career Points:** A correct answer to the trivia question will complete the user's task for the day and they will be awarded 5 career points.

  Note: Actual career point amounts will be adjusted during game balancing

  - Title
  - Help (template)
  - Menu (template)
  - Game Screen
  - Game over/ career points awarded screen/Task Completed

TASK #2: ON THE JOB QUIZ

- **Perspective**: On the Job Quiz will exist within the My Career Flash Overlay UI

- **General Objective**: Correctly answer trivia questions based on the users specific career.

- **Game Controls**: Mouse control, selection of a multiple choice answers.

- **Gameplay**: Players will be presented with 'real life' scenario questions from their particular career. Players use the mouse to correctly select the solution to the scenario from multiple possibilities.

  Below is a sample from the Music Industry – Rock Star Career:

  You manager scheduled an interview on the local radio station for tomorrow morning, what do you do?
  a. Sleep in, nobody listens the radio anymore.
  b. Record the interview and post it to your website as a podcast
  c. Write a new song and play it during the interview

  Depending on how the user approaches the scenario they will receive career points that have been weighted towards the 'more correct' answers. For Example

  If the user answers 'A' they will receive the following message:

  'That's not the way to get noticed, you failed today's task.' And they will be awarded no career points

  If the user answers 'B' they will receive the following message:

  'Good work, next time take even more advantage of your air time' and they will awarded 5 career points

  If the user answers 'C' they will receive the following message:

  'The DJ loved you! He wants to have you back on to promote your album.' And they will be awarded 10 career points.

  Note: Actual career point amounts will be adjusted during game balancing

- **Career Points:** Awarded based on correctly answered questions

  - Title
  - Help (template)
  - Menu (template)
  - Game Screen
  - Game over/ career points awarded screen/Task Completed

TASK #3: SCAVENGER HUNT

- **Perspective**: Players will be prompted to find specific career icons related to actual job task. Exactly like the Hotel for Dogs scavenger hunt, the industry icons will appear randomly throughout the Nicktropolis world.

- **General Objective**: Locate and collect the industry specific icon.

- **Gameplay**: Each specific career requires a skill set that can be sharpened by completing various tasks. The Job Fair Scavenger Hunt will require users to find specific icons which represent task from their career. For Example:

    - Rock Stars will have to find:
        - Networking Icon, Practice Icon, Write a Song Icon, and Record a Demo Icon
    - Band Managers will have to find:
        - Networking Icon, Phone Call Icon, Book Shows Icon, and a Tour Budget Icon
    - Record Label Executive will have to find:
        - Networking Icon, Find Talent icon, Negotiate Icon, and a Contracts Icon

- Users will be asked to locate a specific icon to complete their daily task. They must find that particular icon before the task is completed. Icons will be scattered throughout Nicktropolis, below is a list of some areas the icons can be located.
    - The Park
        - Duck Pond (1 spots for icons)
        - Sports Field (3 spots for icons)
        - Garden (2 spots for icons)
        - Entrance (2-3 spots for icons)
    - Aquarium
        - Ship Room (2 spots for icons)
        - Castle Room (2 spots for icons)
        - Volcano Room (1 spot for icons)
    - Rec Center
        - Outside (3 spots for icons)
        - The Lounge (2 spots for icons)
    - Midway 1 (1 spot for icons)
    - Midway 2 (1 spot for icons)
    - Pier Entrance (2 spots for icons)

- **Placement of Objects**: The placement of the object/application will be selected through CMS. The exact model used for the Hotel for Dogs scavenger hunt.

- **Career Points:** Awarded based on locating and collecting the industry specific icon.

    - Title
    - Help (template)
    - Menu (template)
    - Game over/ career points awarded screen/Task Completed

TASK #4: EARNING NICK POINTS

- **Perspective**: Players will be prompted to earn a set number of Nick Points to complete their task. Nick Points will be earned by competing in games and activities within the Nicktropolis environment.

- **General Objective**: Earn the amount of Nick Points as prompted in the users My Career UI.

- **Game Specifics**: Below are some specific tasks to be used.

    - Earn 100 Nick Points to complete today's task and receive xx Career Points
    - Earn 150 Nick Point to complete today's task and receive xx Career Points
    - Earn 200 Nick Points to complete today's task and receive xx Career Points
    - Earn 250 Nick Points to complete today's task and receive xx Career Points
    - Earn 500 Nick Point to complete today's task and receive xx Career Point

- **Gameplay**: Players will earn Nick Points outside of their My Career UI, and within the Nicktropolis environment by playing games and completing activities. When the task is assigned, the user will be prompted to check back within their My Career UI once they believe they have reached the correct number of Nick Points. The application would store the users current Nick Points when assigned the task and compare that number to their current point total upon subsequent visits to determine if they've accomplished the task. Once the task is completed career points will be awarded.

- **Career Points:** Awarded based on receiving the set level of Nick Points

    - Title
    - Help (template)
    - Menu (template)
    - Nick Point counter – visual display of Nick Points the user needs to earn to achieve their task.
    - Game over/ career points awarded screen/Task Completed

Key Dates (preliminary)

Name	Finish Date
Nicktropolis Job Fair	
Concept Development (Milestone 1)	
Create Game Design Doc	
GDD: Client Review	Thu 12/18/08
GDD: Client Feedback	Mon 12/22/08
GDD: Complete Revisions	Tue 12/23/08
GDD: Deliver Revised	Wed 12/24/08
GDD: Client Sign Off	Wed 12/24/08
Phase 1 - 3D Model and Application	
Job Fair Environment Design and Development	
Sketch Round 2	Mon 12/22/08
Present to Client	Mon 12/22/08
Client Approval to Model	Wed 12/31/08
3D Design Development	
3D Modeling	
Present to Client	Fri 1/9/09
Client Feedback Approval to Texture	Tue 1/13/09
3D Texturing	
Present to Client	Tue 1/20/09
Client Feedback	Thu 1/22/09
Present Texture Revisions	Mon 1/26/09
Client Approval to Produce	Thu 1/29/09
3D Production	
Job Fair Room/Map Icon Production	Tue 2/3/09
Deliver to Client	Tue 2/3/09
Client Feedback	Thu 2/5/09
Room Revision	Mon 2/9/09
Present to Client	Mon 2/9/09
Client Approval to Deliver	Tue 2/10/09

Deliver Source Files	Tue 2/10/09
Application Design Development (Milestone 2)	
Design Comp 1	
Comp 1: Client Review	Thu 1/8/09
Comp 1: Feedback	Mon 1/12/09
Design Comp 2	
Comp 2: Design	Fri 1/16/09
Comp 2: Client Review	Fri 1/16/09
Comp 2: Feedback - Client Sign Off, Design	Tue 1/20/09
Project Build – (Milestone 3)	
FIRST BUILD / CONTENT COMPLETE	
FB: Client Review	Wed 2/11/09
FB: Feedback	Fri 2/13/09
FB: QA - Test Doc & Smoke Pass	Thu 2/12/09
BETA / CODE COMPLETE (Includes Optimization)	
BETA: Client Review	Thu 2/26/09
BETA: Feedback	Mon 3/2/09
FINAL	Tue 3/10/09
FINAL: Delivered for QA integration	Tue 3/10/09
Reminder: Send Post Mortem Questions	Tue 3/10/09
QA & Integration (Milestone 4)	
Feedback: QA report due	Fri 3/13/09
Client QA/Integration & Bug Fixes	Mon 3/14/09
Project Passes Q/A	Mon 3/14/09
Project Launch	Mon 3/14/09